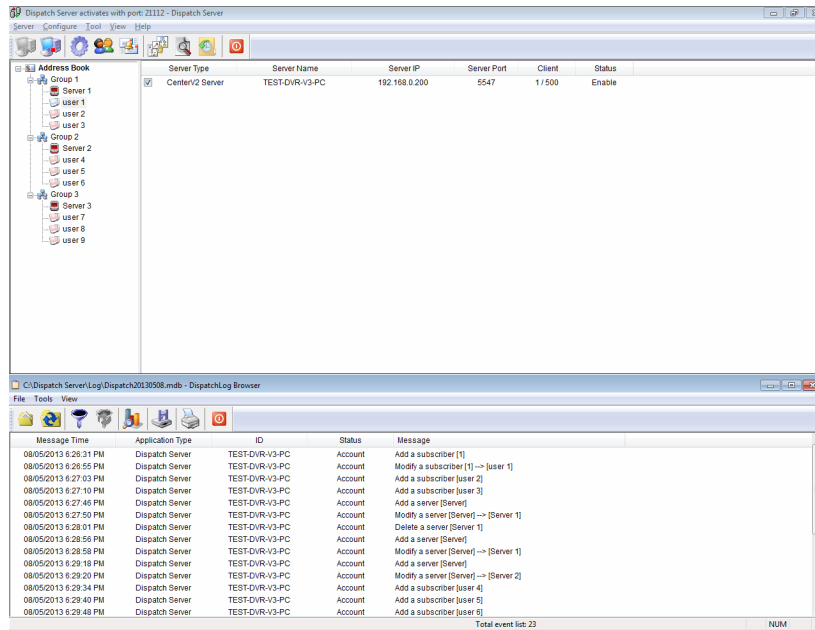


GV-Dispatch Server



INTRODUCTION

The GV-Dispatch Server is a computer with Dispatch software that works with GV-Center V2 servers and the GV-System / GV-VMS. The GV-Dispatch Server connects 25,000 GV-System / GV-VMS to 50 GV-Center V2 Pro servers and distributes the workload between online and offline GV-Center V2 servers. It utilizes load-balancing technique that distributes requests from event-triggered GV-System / GV-VMS evenly across a GV-Center V2 network. If one GV-Center V2 server starts to get swamped, the GV-Dispatch Server forwards requests to another GV-Center V2 server with more capacity. When one GV-Center V2 server fails to work, another can take over in the processing activity.

REASONS OF RECOMMENDATION

- ▶ Important for large GV-Center V2 server farm: It is difficult to predict the number of requests from multiple GV-System / GV-VMS to a server
- ▶ Suitable for businesses or franchise stores: usually accompanied with a large cluster of networked GV-System / GV-VMS in use and an enormous amount of surveillance service required
- ▶ Streamlines networking processes: no single server will be overwhelmed from GV-System / GV-VMS to GV-Center V2 servers

GV-DISPATCH SERVER FEATURES

- ▶ Create, edit groups of GV-Center V2 servers and subscribers
- ▶ Up to 50 GV-Center V2 servers and 25,000 GV-System / GV-VMS subscribers manageable
- ▶ Network Load Balancing: Distribute GV-System requests to GV-Center V2 servers by Group or by least connections available
- ▶ Direct GV-Center V2 servers to GV-Dispatch server available
- ▶ View real-time GV-Center V2 events and attached videos
- ▶ Check, control GV-Center V2 online/offline status
- ▶ View subscriber's address book and single-view Camera/Audio Control Panel
- ▶ Control PTZ, play videos, and two-way audio via Camera/Audio Control Panel
- ▶ Automatic connection recovery

SEARCH/PLAYBACK

- ▶ Keep tracks of GV-Center V2 event logs and Dispatch logs
- ▶ Recycle feature: Delete old files for non-stop recording
- ▶ Search GV-Center V2 events by types, GV-Center V2 ID, event date, and time
- ▶ Remote playback events with video attachments
- ▶ Flag bookmarks for the highlight of important events

LOG BROWSER

- ▶ Display GV-Dispatch Servers status for system service, GV-Center V2 login/logout history, connection, control, and Dispatch status
- ▶ Backup event lists and video files
- ▶ Log Filter as a search engine

GV-Dispatch Server Specifications

Features	GV-Dispatch Server
Maximum # of Channels	400,000
Maximum # of Subscribers	25,000
Maximum # of Center V2	50
Maximum # of Sensors / Alarms	3,600,000 / 3,600,000
Real-Time Audio Monitoring	Yes
Remote PTZ Control	Yes
Remote I/O Control	No
Auto Recording	No
Event List Viewer	Yes
Event List Filter	Yes
Dual Monitor Support	No
Network Load Support	Yes
Automatic Connection Recovery	Yes
Supported Language	Arabic, Bulgarian, Czech, Danish, Dutch, English, Finnish, French, German, Greek, Hebrew, Hungarian, Indonesian, Italian, Japanese, Lithuanian, Norwegian, Persian, Polish, Portuguese, Romanian, Russian, Serbian, Simplified Chinese, Slovakian, Slovenian, Spanish, Swedish, Thai, Traditional Chinese, Turkish

Minimum System Requirements

Standard Version Requirements

OS	32-bit	Windows 7 / 8 / 8.1 / 10 / Server 2008
	64-bit	Windows 7 / 8 / 8.1 / 10 / Server 2008 / Server 2012 R2
CPU		Pentium 4, 3.0 GHz with HT
Memory		2 x 512 MB Dual Channels
Hard Disk		1 GB
Graphic Card		PCI-Express, 800 x 600 (1280 x 1024 recommended), 32-bit color
Direct X		9.0c
Hardware		Internal or External GV-USB Dongle
Software		.Net Framework 3.5 SP1 and Chart Control

Advanced Requirements (Connects to 100 DVR subscribers or more)

OS	32-bit	Windows 7 / 8 / 8.1 / 10 / Server 2008
	64-bit	Windows 7 / 8 / 8.1 / 10 / Server 2008 / Server 2012 R2
CPU		Core2 Duo E6600, 2.4 GHz
Memory		2 x 1 GB Dual Channels
Hard Disk		1 GB
Graphic Card		PCI-Express, 800 x 600 (1280 x 1024 recommended), 32-bit color
Direct X		9.0c
Hardware		Internal or External GV-USB Dongle
Software		.Net Framework SP1 and Chart Control

Note: If you want to perform GPU decoding, refer to the *GPU Decoding Specifications*

GPU Decoding Specifications

A higher total frame rate can be achieved if your CPU or external VGA supports GPU decoding.

On-board VGA: GPU decoding is only supported when using the following Intel chipsets:

For **H.264** Video Compression

- 2nd Generation Intel Core i3 / i5 / i7 Desktop Processors (Sandy Bridge) - only support 1 MP to 2 MP videos
- 3rd Generation Intel Core i3 / i5 / i7 Desktop Processors (Ivy Bridge)
- 4th Generation Intel Core i3 / i5 / i7 Desktop Processors (Haswell / Haswell Refresh)
- 6th Generation Intel Core i3 / i5 / i7 Desktop Processors (Skylake)

For **H.265** Video Compression

- 6th Generation Intel Core i3 / i5 / i7 Desktop Processors (Skylake)

External VGA: GPU decoding is only supported when using NVIDIA graphics cards with compute capability 3.0 or above and memory 2 G or above. To look up the compute capability of the NVIDIA graphics cards, refer to: <https://developer.nvidia.com/cuda-gpus>.

Note: NVIDIA graphic cards do not support H.265 GPU decoding.

On-board VGA + external VGA: To have both the on-board VGA and external VGA perform GPU decoding, the VGAs must follow their respective specifications listed above.

Note:

1. If you have both on-board VGA and external VGA installed, the on-board VGA must be connected to a monitor for H.264 / H.265 GPU decoding.
2. You can install multiple external graphics cards if needed.

Software License

Free License	N/A
Maximum License	50 Center V2 servers, 25000 subscribers from Center V2 servers
Increment for Each License	N/A
Optional Combinations	1. Dispatch 2. Dispatch + Vital Sign Monitor
Dongle Type	Internal or external

Note: It is recommended to use the internal GV-USB Dongle to have the Hardware Watchdog function which restarts the PC when Windows crashes or freezes.

Options

Optional Devices	Description
Internal USB Dongle	The USB dongle can provide the Hardware Watchdog function to the GV-Dispatch Servers by restarting the computer when Windows crashes. You need to connect the dongle internally on the motherboard.